

MGC Trap & Skeet 2020 Rules

Note: Two birds awarded to winning team of each half to use in shoot-offs.

**** ALL TEAMS HAVE 2 WEEKS TO CORRECT ANY SCORING ERRORS!**

1. **Entry Fee:** An entry fee of \$125.00 per team due by the third week of the league shooting. Any team that has not paid their entry fee by the third week will receive a No Score until the fee is paid.
2. **Weekly Fees:** Each shooter will pay \$12.50 weekly (\$10.50 member), rounds must be paid for before the team shoots. **League scores need to be shot on or before the due date to count towards team score (if team member does not have round completed at this time they are given a blind score of 15 with no handicap). A league shooter may make up the round later to use towards the individual score.**
3. **Handicap:** The first round of trap and skeet will be shot with no handicap, beginning with Trap. That score will be used to determine each individual's handicap. Handicap is figured by subtracting the shooters average from 23. The difference is then multiplied by 70% to determine what the handicap is. No score with handicap will exceed 23. ****THE FIVE HIGH SCORES WITH HANDICAP WILL COUNT FOR TEAM COMPETITION.** All league scores will count for handicap and average. After 3 weeks of shooting- depending on known ability, last years average and the first 3 weeks average- teams will be placed into divisions depending on the total number of teams in the league.
4. **Blind Scores, Shoot Aheads and Substitutions:** The blind score for an absent shooter will be 15 with no handicap. Shooters may shoot up to three weeks ahead. Inter-league subs are allowed but the subs average must be no higher than that of the missing shooter. The maximum number of team members, including subs, is 10.
5. **League Schedule:** The league will last 18 weeks, alternating 3 weeks each of trap, followed by 3 weeks of skeet beginning with trap. The league will be divided into two halves with position night at the end of each half (one on week 9 - Trap, one on week 18-Skeet) On a position night, the team in first place will shoot against the team in second, the third against the fourth and so on. Teams still tied at the end of the first half will use the next week score to break the tie. Teams tied at the end of the last half will shoot-off (date will be posted and teams will be contacted) Shooters must have 16 rounds shot by week 18 to be eligible to participate in the shoot-offs The winners for each half will shoot 25 trap and 25 skeet to determine final standings. Any teams winning both halves will win first place in the league. **Must be present to win & have shot 16 rounds.**
6. **Team Standings:** Team standings will be determined by two points for a win and one point for a tie. Team standings, individual averages and handicaps will be posted online within the week after each league night.
7. **Awards:** Individual awards will be given to High Combined Average, High Trap Average, High Skeet Average, and Team High Guns. A shooter may only win one individual award. There will also be a trophy for High Lady and High Junior if there are more than 3 ladies or juniors shooting (juniors must be under 18). To be eligible for High Lady or High Junior the shooter must write their name on the outside of the league book under Junior or Lady Shooters before the 16th week of the league. A league member must shoot all 18 weeks by the last week to be eligible for High League Average, Team High Gun, & High Lady/High Junior Awards (16 weeks for Team Awards). Sponsor Trophies are available per request for an additional fee. There will be one place for every four teams.
8. **Banquet:** Information will be posted at a later date, cost of the banquet dinner is not included in weekly fees. Dinner is followed by Trophy Presentations and prize drawings. **(Must Be Present To Win Prizes & have completed 16 weeks of League).**

ALL LEAGUE ROUNDS MUST BE DECLARED AS A LEAGUE ROUND & SHOT ON A LEAGUE SHEET PRIOR TO SHOOTING THE ROUND